

Stefan Russouw

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SUMMARY

A highly motivated and hardworking individual, who will complete a BSc (Hons) in Computer Science at Stellenbosch University at the end of the year. Analytical programmer possessing strong knowledge of fullstack programming. Quick to master new software packages and programming languages. Enthusiastic team player that consistently exceeds expectations. Strong decision-maker, knowledgeable about software engineering and application development. Ready to work closely with both teams and clients to identify most efficient and beneficial solutions for a variety of programming challenges.

EDUCATION

Stellenbosch University <i>BSc (Hons) in Computer Science</i>	Stellenbosch, South Africa <i>Jan. 2021 – Dec. 2024</i>
Stellenberg High School <i>National senior certificate: A-average/4 distinctions</i>	Stellenberg, South Africa <i>Jan. 2016 – Dec. 2020</i>

EXPERIENCE

Demi-Mentor Position <i>Stellenbosch University</i>	Jan. 2024 – Jun. 2024 <i>Stellenbosch, South Africa</i>
<ul style="list-style-type: none">• Worked for the University with first-year students to help them with their programming assignments• Assisted in the marking of assignments• Python was the main language used in the course	
Vaction Work <i>Equalizer</i>	Dec 2021 – Jan 2022 <i>Western Cape, South Africa</i>
<ul style="list-style-type: none">• Created a database for a production line in the factory• The database was used to track the productivity of the production line• The database was created using SQL and Python, and was the baseline of a larger scaled database within the company	

PROJECTS

Hons Project - Afrikaans Braille Deployments <i>Python, Flutter, Dart, Flask, XML</i>	June 2020 – Present
<ul style="list-style-type: none">• Worked with the Pioneer School for the Blind to update and create multiple applications for the school• Created two mobile applications for the school, both in Flutter. One to help teach sighted people <u>Braille</u> and the other to help sighted people learn how to operate the <u>Perkins Braille</u> machine• Help created a web application for the school that acts as a guide to Afrikaans Braille contractions• Created a desktop application using Python and XML to automatically translate Afrikaans text to Afrikaans Braille in the chosen contraction level• The project is still ongoing and will be completed by the end of 2024	
Anvil - Markdown note taking app <i>Node.js, Express, PostgreSQL,</i>	July 2023 – Nov 2023
<ul style="list-style-type: none">• A markdown note taking app with User accounts, note sharing and real-time editing using websockets.• Implemented a RESTful API for the backend using Node.js and Express• Used PostgreSQL for the database• Frontend was built using React• Auth0 was used for user authentication• Got used to working with a team and using Agile methodologies	

There are more projects available on my GitHub page: github.com/AGiLiTii

TECHNICAL SKILLS

Languages: Python, Java, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R
Frameworks: Flutter, Dart, Flask, Node.js, React, Express
Developer Tools: Git, Docker, VS Code, Eclipse, Andriod Studio
Libraries: pandas, NumPy, Matplotlib, Seaborn, Scikit-learn, TensorFlow, Keras, PennyLane